

UNIVERSIDADE DE SÃO PAULO
INSTITUTO DE MATEMÁTICA E ESTATÍSTICA
BACHARELADO EM CIÊNCIA DA COMPUTAÇÃO

Título do trabalho
um subtítulo

Antonio Marcos Shiro Arnauts Hachisuca

MONOGRAFIA FINAL
MAC 499 — TRABALHO DE
FORMATURA SUPERVISIONADO

Supervisor: Prof. Dr. Marcel Kenji de Carli Silva

São Paulo
2024

*O conteúdo deste trabalho é publicado sob a licença CC BY 4.0
(Creative Commons Attribution 4.0 International License)*

*Esta seção é opcional e fica numa página separada;
ela pode ser usada para uma dedicatória ou epígrafe.*

[illegible]

Resumo

Antonio Marcos Shiro Arnauts Hachisuca. **Título do trabalho:** *um subtítulo*. Monografia (Bacharelado). Instituto de Matemática e Estatística, Universidade de São Paulo, São Paulo, 2024.

[illegible]

Palavras-chave: Palavra-chave1. Palavra-chave2. Palavra-chave3.

Abstract

Antonio Marcos Shiro Arnauts Hachisuca. **Title of the document: *a subtitle***. Capstone Project Report (Bachelor). Institute of Mathematics and Statistics, University of São Paulo, São Paulo, 2024.

[illegible]

Keywords: Keyword1. Keyword2. Keyword3.

Lista de abreviaturas

URL	Localizador Uniforme de Recursos (<i>Uniform Resource Locator</i>)
IME	Instituto de Matemática e Estatística
USP	Universidade de São Paulo

Lista de símbolos

Lista de figuras

Lista de tabelas

Lista de programas

Sumário

Introdução	1
1 Blossom algorithm	3
1.1 Matchings	3
1.2 Maximum matching problem	4
1.2.1 Odd cycles	5
Índice remissivo	7

Introdução

Alguma coisa.

Capítulo 1

Blossom algorithm

The main algorithm¹ to solve the **maximum matching** problem is the algorithm **Blossom** developed by Jack Edmonds in 1965. Hence, this chapter intends to: (1) introduce graph concepts relevant to solving the maximum matching problem; (2) Prove the Blossom algorithm; (3) Implement the Blossom algorithm and (4) present applications of the Blossom algorithm.

1.1 Matchings

1.1.1 Graph: A **graph** G is a triple (V, E, φ) such that

- (i) V is the **vertex set**;
- (ii) E is the **edge set**;
- (iii) $\varphi : E \rightarrow V \times V$ is a relation between each edge and a pair of vertices, called the **incidence function** of G .

Usually, it is used $V(G)$ or V_G to denote V and $E(G)$ or E_G to denote E . Also, if $e \in E(G)$ and $\varphi(e) = (u, v)$, then u and v are the **ends** of e ; When the context is clear, (u, v) may be abbreviated to uv .

1.1.2 Walk: For a graph $G := (V, E, \varphi)$, a **walk** is a sequence

$$\langle v_0, e_1, v_1, \dots, e_l, v_l \rangle =: W$$

such that

- (i) $l \in \mathbb{N}$ is the *length* of W ;
- (ii) $v_0, v_1, \dots, v_l \in V$;
- (iii) $e_1, \dots, e_l \in E$.

¹ If the graph is **guaranteed** to be bipartite, one may search *Kuhn's algorithm* and *Flow Networks*.

It is denoted that $V(W) := \{v_0, \dots, v_l\}$ and $E(W) := \{e_1, \dots, e_l\}$. It is said that W is walk from v_0 to v_l or a (v_0, v_l) -walk. The walk W is a:

- **path**, if all its vertices are distinct;
- **cycle**, if $v_0 = v_l$ and it is an **odd cycle** if its length is odd, else it is an **even cycle**.

1.1.3 Bipartite graphs: A graph G is **bipartite** if there are two sets $U, W \in V(G)$ such that

- (i) $U \cap W = \emptyset$;
- (ii) $U \cup W = V(G)$;
- (iii) every edge of G has one end at U and the other end at W .

In this case, it is said that G is (U, W) -bipartite.

Theorem 1.1.4 (Characterization of bipartite graphs): *A graph is bipartite if and only if it has no odd cycles.*

Proof.

□

1.1.5 Matching: For a graph $G := (V, E, \varphi)$, a set $M \subseteq E$ is a **matching** of G if and only if no two edges in M share an end. A vertex $v \in V$ is M -covered if some edge of M incides in v , and it is said that M covers v ; Otherwise, v is M -exposed. The matching M is:

- **maximal**, if there is no edge $e \in E \setminus M$ such that $M \cup \{e\}$ is a matching of G ;
- **maximum**, if for every matching M' of G one has $|M| \geq |M'|$;
- **perfect**, if $2|V_G| = |M|$, i.e., every vertex of G is covered.

Denote $\nu(G)$ as the size of a maximum matching in G .

1.2 Maximum matching problem

Now, the maximum matching problem can be described as:

MAXMATCHING

Given a graph $G := (V, E, \varphi)$ find a maximum matching of G .

1.2.6 Alternating and augmenting paths: Given a matching M of a graph G . A path P is M -**alternating** if its edges are alternating in and out of M . Formally,

$$e_i \in M \iff e_{i+1} \notin M \text{ for each } i \in [l-1]^2$$

And P is M -**augmenting** if both v_0 and v_l are M -exposed.

² For $n \in \mathbb{N}$, we denote the set $\{1, \dots, n\}$ as $[n]$.

Theorem 1.2.7 (Berge's theorem): *Let $G := (V, E, \varphi)$ be a graph. A matching M is maximum if and only if there are no M -augmenting path.*

Proof.

□

1.2.8 Vertex cover: For a graph $G := (V, E, \varphi)$, a subset $K \subseteq V(G)$ is a **vertex cover** of G if every edge of $E(G)$ has an end in K . A vertex cover is said to be **minimal** if one has $|K| \leq |K'|$ for every vertex cover K' of G . Denote $\tau(G)$ as the size of a minimum vertex cover of G .

Corollary 1.2.9 (Maximum matching upperbound): *Let G be a graph, M be a matching of G and K be a vertex cover of G . Then, $|M| \leq |K|$.*

Proof.

□

Theorem 1.2.10 (König's matching theorem): *Let G be a bipartite graph, then the maximum size of a matching of G is equal to the minimum size of a vertex cover of G .*

Proof.

□

Note that König's theorem **does not** hold for all graphs; It suffices to consider a single odd cycle.

1.2.1 Odd cycles

Índice remissivo

C

Captions, *veja* Legendas

Código-fonte, *veja* Floats

E

Equações, *veja* Modo matemático

F

Figuras, *veja* Floats

Floats

Algoritmo, *veja* Floats, ordem

Fórmulas, *veja* Modo matemático

I

Inglês, *veja* Língua estrangeira

P

Palavras estrangeiras, *veja* Língua es-

trangeira

R

Rodapé, notas, *veja* Notas de rodapé

S

Subcaptions, *veja* Subfiguras

Sublegendas, *veja* Subfiguras

T

Tabelas, *veja* Floats

V

Versão corrigida, *veja* Tese/Dissertação,
versões

Versão original, *veja* Tese/Dissertação,
versões